

100% Normal text Arial 11 B I U A 1 2 3 4 5 6 7 1 of 8

LGCWEEK xXx - ????????

Colour key - **Venn** **Jordan** **Pedro**

The Jordan
<https://meet.jit.si/jordan9000#config.disableAP=true&config.disableAEC=true&config.disableAGC=true&config.disableHPF&config.disableNS=true>

The Pedro (updated) <-
<https://meet.jit.si/pedro9000#config.disableAP=true&config.disableAEC=true&config.disableAGC=true&config.disableHPF&config.disableNS=true&config.startBitrate=800&config.minBitrate=400&config.p2p.enabled=false>

stereo: true,
disableAP: true,
disableAEC: true,
disableNS: true,
disableAGC: true,
disableHPF: true,

Jitsi configs
<https://github.com/jitsi/jitsi-meet/blob/master/config.js#L516>

Need to remember - post finished show in google Linux group.

PICK YOUR FUKIN' STORIES!

Remember to ask shatrealm to come up with Show Title.

Intro-
grep ^http links.txt | tr "\n" " " | sed 's/\&/\n/g' | xargs firefox lynx curl

Vote for Showtitles: vote.linuxgamecast.com

INTRO : ?????????????????????????? <- !!!!!!!

Rundown:

What we're up to :
V - Yoooo, anyone on the OBS devel team. Can we get a Decklink API bump to 11.5.1?
Or at least 11.1? I'll send you a T-shirt.
J -
P -

Colour key: **Venn** **Jordan** **Pedro**

Party Patreons: Post story suggestions HAR!

- 1.
- 2.
- 3.
- 4.
- 5.

Links

Steam: News

Beta Cloud Fixes
https://steamcommunity.com/groups/SteamClientBeta/announcements/detail/22050190554466_1488

- Apparently Steam was using IPv6 for cloud sync, so if you had it disabled in the kernel it didn't work
- Gabe is now the ThrustMaster
- I suppose that is a reason to enable IPv6 if you don't already have it enabled.

Loyalty rewards

<https://twitter.com/thexpaw/status/1259239566613020675?&s=20>

- Damn, Valve is ...doing non-Valve things as of late.

Alyx x 1mil

<https://www.roaddovr.com/steam-survey-vr-headset-growth-april-2020-half-life-alyx/>

- Granted, that's less than 2% of Steam users.
- Remains to be seen how those Mac numbers will shake out once that custom architecture rolls around.

HL 2 remaster

<https://techraptor.net/gaming/news/half-life-2-remastered-found-on-steam>

- I'm kind of with them on it being a fan made game.
- Valve is pretty good about letting people tinker with their IP.
- That said, I would not mind a HL-2 using the new Source hotness.
- According to the steamdb folks:
 - [This is a mod from Filip Victor, not Valve related.](#)

Steam: Game Updates

Artifact shops

<https://steamcommunity.com/games/583950/announcements/detail/2218529854320325526>

- Oh for the love of...
- People weren't terribly impressed with Artifact's monetisation to start with.
- Are you sure you want to be bringing that up again, now?
- Instead of say, 6 months down the line when the game has had more refactoring done and there's actually people playing it.

Black Mesa Co-op

<https://steamcommunity.com/sharedfiles/filedetails/changelog/1870423587>

- Couple of new maps.
- Stable scientists.
- Fixed many crashes, scientists will never crash the game again
 - Damn you scientists! I knew we never should have trusted you!
- Recompiled all maps, now players can't damage each others even in deathmatch
 - Wat
 - If you were on the wrong team in coop you could ded.
- Does it work without Proton yet?

Steam: New Games

Furry unleashed

https://store.steampowered.com/app/465200/Fury_Unleashed/

- Wombo Combo, the game
- Although trying to beat the game in one super huge combo does sound like a pretty interesting completion challenge
- How soft a permadeath are we talking? Cuz I need at least a ¾ chub

Eira: Echoes of Adventure

https://store.steampowered.com/app/1273120/Eira_Echoes_of_Adventure/

- Cheap as free
- If you're going insane from quarantine and want to at least pretend to go on a walk, this might be for you
- It's a treasure hunt puzzle game where you get to explore Grandpas ship ...if you know what I mean.

Engine Evolution

https://store.steampowered.com/app/1265230/Engine_Evolution/

- That striping on the UI, it makes my eyes hurt.
- Ho boy, the translation
 - Gradually unlock newer bikes in dramatic online races to current bikes in a sophisticated gaming economy!
- Also cheap as free

Data Dream

https://store.steampowered.com/app/1215540/Data_Dream/

- Do you get to play as one of the blue aliens from Eiffel 65's video?
 - I mean, I guess if you turn green you die?
- The game certainly has a style to it

Tonight We Riot

https://store.steampowered.com/app/290690/Tonight_We_Riot/

- Simultaneous release. Very nice
- Unapologetically political, socialist game about worker liberation in the face of overpowering capitalism.

Plugs

Patreon:

- Discord
- Early note access
- Name in credits
- Access to UNCUT VOD's 3 days early.
- RSVP for game streams.
- Buy your way onto the damn show.

Dodger (new)



News:

[dosbox-staging 0.75.0](#)

<https://dosbox-staging.github.io/v0-75-0/>

- Pixel-perfect scaling mode!
- Gotta get that SDL2 going.
- They added Metal support, which originally made me go "WHAR VULKAN" but then I realized; this is dos. It don't really need vulkan, does it?
 - Everything needs Vulkan! You damn heathen!
 - I need GORILLA.BAT Vulkan in my life.
- They also updated Dynamic recompilation to support 64 bit, which gives some better performance on Linux

Open Discord overlay

<https://github.com/trigg/DiscordOverlayLinux>

- Let's be honest, Discord will never roll it out.
- There is a browser based one, but not running an extra browser tab is kinda nice?

Fertile crescent

<https://incredible.itch.io/the-fertile-crescent>

- Markets itself as and old school RTS with some newer RTS advancements
- Bronze age is a cool setting. I feel it doesn't get enough love
- "The Fertile Crescent is a Real Time Strategy game set du..."
 - Zzzzzzzzzzzzzz

ULTRAKILL

<https://hakita.itch.io/ultrakill-prelude>

- Another shooter from the school of Dusk and the like. This one actually looks pretty good though
- Even comes with a relaxed mode for those of y'all who had your quake reflexes dulled by age
- That looks a lot like STRAFE

Debian gaming setup

<https://github.com/KevinNThomas/debian-gaming-setup>

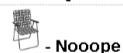
- In a world where stuff like ansible exists, I always question the existence of setup scripts.
 - /S?
- Still, it's nice when people share theirs, they might give you some ideas about your own set up
- Sets up Steam, WINE, and Lutris.
- Gives you the choice of AMD/NVidia graphics and downloads the appropriate driver after setting up the backports repo.
- Need something for setting up Steam, that's a damn nightmare when you're not use the repo drivers.

Open Joystick setup

<https://linuxgamecast.com/2020/05/open-joystick-display-with-obs-on-linux/>

- One thing I forgot: when you set the Chroma key filter, lower the color similarity to like 300 (about a 3rd of the way on the slider) if you're using the DualShock display.
- Otherwise the circle will still get caught by the yellow key.

CHAIRQUISITION:



- Noope



- Not sure if want



- Check it out



- Shutupandtakemymonies

Welcome to the Chairqasition!

Where the accused must survive trial by Fedora, Neon, and Debian

Then and only then can the question be asked, is it fun?

Game: Iratus: [Lord of the Dead](#)

Level: Unfrozen

Engine: Unity

Price: £23.99 / US\$29.99 / C\$33.99

Wazzat: Iratus: Lord of the Dead is a turn-based tactical roguelike RPG set in a dark fantasy universe. Lead an army of undead to help an angry necromancer in his quest to reach the surface world and bring death to the mortal realms!

Mandatory Disclosure: They sent us 1 key, Pedro bought the other 2.



Jordan:

Launch/Looks/Sounds/Control

- Was expecting some bullshit after the F32 upgrade, and there was none to be had
- Mouse and keyboard works, game looks fine

Fun?

- Get ready for darkest dungeon comparisons out the wazoo
- Yeah, you're playing the other side, but this game doesn't do much to differentiate itself
- The infinite map thing is sorta neat, and it can leave you wondering what was the neat

- thing you would have got from the other side of the fork
- The combat is pretty solid darkest dungeon, and that's good enough for me
 - It's nice to be inflicting sanity instead of having to manage it, although it seems like your insane enemies aren't really as crazy as their DD counterparts
 - I found the undead management stuff kinda weak to be honest. Sure you can boost their stats, but aside from arrangement, there isn't a lot of variety in ability spread, etc
 -
-



Pedro:

Launch/Looks/Sounds/Control

- Unity got the 144Hz support right
- But for some reason, some of the UI elements in Iratus started to flicker while I was recording.
- I couldn't find a way around it but since it was only for a few seconds, which you probably saw if you were looking at the video while Jordan was talking, I figured I'd leave that in.
- Though it only did this while I was recording, so for most you out there this won't be an issue.

Fun?

- It's reverse Darkest Dungeon.
 - You are the one inflicting stress damage and causing the enemies to go crazy.
 - Or, you just make a party of damage dealers and kill everybody!
 - Maybe it's the kind of play style I tend to prefer in games, but the stress mechanic here seems inferior to just dealing damage and killing your opponents as quickly as possible.
 - You need to sacrifice one of your dudes to build the new buildings.
 - Leveling up means choosing to improve one of your abilities or something to improve the crafting of the undead.
 - It's more of that, assuming you're into it.
-



Venn:

Launch/Looks/Sounds/Control

- Solid, solid, solid.
- Launched fullscreen and everything was humming out of the box.
- 60 @ 2160.
- Popped it in windowed 1080 and received the same.

Fun?

- I shall once again be the avatar for audience members who want to like these games, but don't.
 - This game opens up with nothing short of a warning that, well, warns you about the many ways it will melt your face off with turbo extreme difficulty.
 - This is immediately followed by another screen allowing you to select turbo-easy mode.
 - You boop, wait, boop again, get killed by RNG.
 - Instead of recruiting you craft new characters so that's different.
 - Outside of that; it's the same dungeon crawl with baddie encounters.
 - There is a gang of stats and shite if that's your bag.
 - Art & sound are both top notch.
 - The biggest difference between this and Darkest Dungeon (for me) is \$5.
 - I'll stick with Dicey Dungeons since it's simple enough for my dumb arse.
-



Verdict:

Venn:

Jordan:

Pedro:

Hate Mail:

RSS

<https://linuxgamecast.com/bradley/?TrH4Gts>

Mapple

<https://linuxgamecast.com/bradley/?UcTGXKT>

After:

